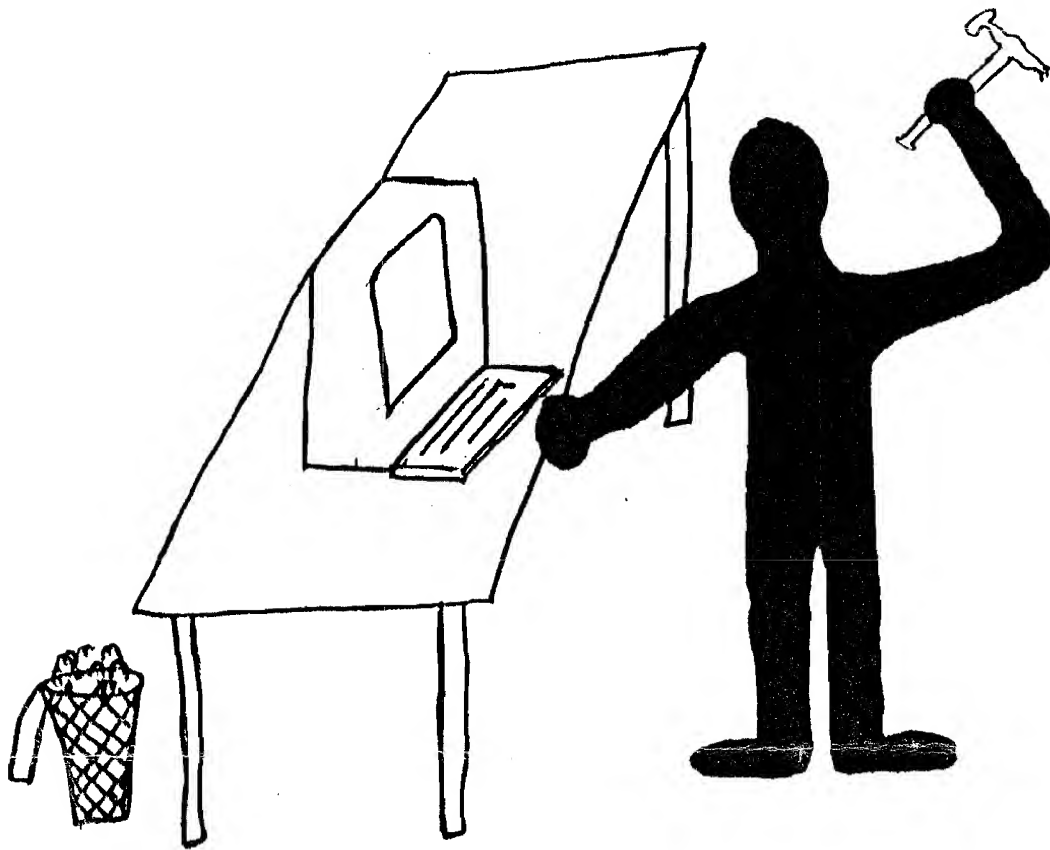
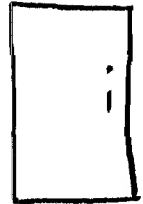
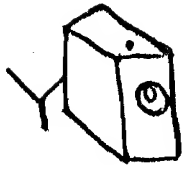


Comrades In Arms

8



Press Any Key To Continue...

From high atop a dark second floor apartment, a young man sits hunched over a keyboard typing these very words. Why does he do this? I dunt know why....

This is Comrades In Arms, an amateur publication dedicated to postal gaming of an increasing variety. I am Tom Swider, and the featured game is Paranoia, a role playing game based on "A Darkly Humorous Future". This xyn goes out free to all players and contributors. What-a-bahgain!

Starting this issue, there will be a subxyn by somebody named "Paul Kenny". Is this person real, or just yet another "Swider Seudonym"? After all, he does live at the same address. Hmmm... Anyway, the subxyn is called "Standard Deviation" because it runs variance. Its nice to see something mu in these pages...

Game Openings

Dune: Richter, Cox, Strouthes and Gates signed up so far -- I have preference lists from Richter, Strouthes and Gates. Players will vote upon the use of additional treachery cards and the two expansion sets, Spice Harvest and The Duel. Need two more.

Vacation Diplomacy: Guest GM Paul Kenny. Tired of the hobby? Take a vacation! Rules from Paul for \$1 and a SASE. Wilson and Richter signed up. Need 5 players.

Treachery: A simple variant with the thrust on stabbing. Rules free upon request (printed in last issue). McHugh signed up. Need 6 players.

Gunboat: GM Paul Kenny. \$2 game fee. Need 6 players.

This issue will be going out to a lot of people as a sample. If you are a publisher, I would appreciate any plugs that you can offer, for both game openings and the "Games People Play" poll. Overall, I am pleased with this issue, and hope that others out there will consider writing something for these pages. It need not be elaborate, otherwise I wouldn't allow Paul to grace these pages. The more articles I get, the more inclined I am to continue not charging a subscription fee. Writing something is the least you can do. Send in recipies or book reviews, I really don't care. As long as its somewhat interesting to some of our readers, any submission stands a good chance of seeing print.

Robocop is one of the few movies that I've seen recently, and it was worth paying for, twice! Those of you who like Paranoia or Judge Dredd will appreciate this movie, full of violence, merciless yet funny murders and a noticable lack of care of human life. The commercials were one of the many highpoints of the movie, including one for a game called "Nuke'm". "You crossed my line of death!" "Oh yeah, well your troops in Afganistan are threatening my border!". Robocop has more to it than your usual "Summer popcorn" movie; see it. I'd buy it for a dollar....

My only criticism of the movie was that the blood-letting was too excessive. Artists are relying too much on special effects and graphic visuals, rather than on getting into the mind of the viewer. The script writers were very good at doing such when Robocop/Murphy was first being brought on-line, but the blood went "sploosh... in slow motion" a few too many times for my taste. Let's save that for B rated horror flicks.

STANDARD DEVIATION #1

Hello. These here words are being typed by Paul Kenny. I think I am one off the worst players of postal Diplomacy currently cluttering the United States Postal system, so I am trying the only logical alternative, GMing. I have managed to hoodwink Tom Swider into letting me waste some of his Comrades In Arms on a little subzine of my own (at least that's what I think you would call it). At least I get a page to myself. Therefore, I am planning on running two games to start out. One is a Gunboat Diplomacy game, and the other is a variant called Vacation Diplomacy.

Vacation Diplomacy III is a variant that uses randomly drawn event cards, the cards mostly affecting the other pieces on the board. In addition, each power starts the game with an extra vacation piece, which does not need a supply center and is located in a strategically interesting place. Rules to the game will be supplied to the players. This is the same Vacation Diplomacy III game that Fred Davis is running in Bushwacker.

To play in either game, please send me a note telling me which game you want to be in, your country preference and gamefee. So far, Brad Wilson is signed up for Vacation Diplomacy III.

There is a \$2 gamefee on the Gunboat game to cover costs. Likewise, there is a \$3 gamefee (cheap) for the Vacation Diplomacy III game, again, to help cover some of the costs. Standby positions for both games can be had for free. Rules for Vacation Diplomacy III can be had for \$1, and a SASE. Make a check payable to either Paul Kenny or Tom Swider.

The games shall begin as soon as they fill.

Well, Hello again. Its been about a month since the above has been written, and since this has not yet gone to print, I decided to add more to this. Also, Tom wanted me to beef up this a bit and finish a page. No problem. There have been some developements and I could let you people know what is going on.

First off, Tom and I moved here to 262-D Garfield Ave on October 1st. The move as been rather traumatic for me because this is also a period when I have had a lot of tests. I'm a back to school student and I am also working. Between school and work, I have not had a lot of time to dedicate to Dipdom. Actually, that is situation normal for me - I get so caught up with school and work that I have little time for anything else. That is why I plan on running only two games. I feel if I GM fewer games, that those games can get more attention.

As far as the games go, I have three people sort of signed up for Vacation Diplomacy III: Brad Wilson, Brady Richter, and Lane Hess. I have no standbys. Also, I only have a country preference from Brady Richter. I did have one from Brad Wilson, but, it seems to have been misplaced during the move. I have not actually recieved a personal piece of correspondence from anyone. Two of the people came through Tom. This also leads to my Houserule number 2! (see below). Anyhow, please send country preference lists.

Signed up for Gunboat is Brad Wilson and Lane Hess. Again, gentlemen, please send in country preference lists. This should be an easy game to play.

And now for an important subject. HOUSERULES! I am developing my house rules. Houserule 1) Paul is ghod. All decisions made by him stand, unless Paul changes his mind.

2) All correspondences (letters, games orders, and press) written for STANDARD DEVIATION should be addressed to Paul Kenny on a separate paper from Swider correspondence. It doesn't matter if one uses the same envelope to get a letter here, but letter should be separate. I will keep all the SD correspondences (why not? I seem to save everything else).

10) Critasizum of the GM's spelling will not be tollerated. I am not an english major.

Since I did move recently, I am still in a bit of disarray. This condition should improve as time goes by.

I had wanted to publish for some time but time and finances were both too dear. By going sub-zine, I can publish with minimal output. I plan on setting my deadlines for the first of each month.

Perhaps I should add that I am now typing this on Tom's computer (an Atari 130xe) using Tom's word processor (paperclip). Tom's word processor isn't bad.

That it,
Fort Pitt.

Mastering The Art of Mastering
By Timothy B. Raithel

In light of Tom's comments about D&D and my own strong beliefs to the contrary, I would like once again to make a case for one of my favorite games. However, I intend to concentrate on the critical issue of DMing. For the heaviest burden of all rests on this person to make a game truly enjoyable. Without a good DM, it will not matter how good or bad the players are in respect to the most important reason for playing at all -- having fun. It is simply a prerequisite. Bearing this in mind, I will now present some of the things which I think the best DMs should do to make a game really exciting.

One of the first things to remember is not to weigh down the game with a lot of charts and tables. Tom makes this criticism about D&D and, in this regard, I agree. But this is not an argument against D&D. Simply don't use them. When my friends and I play, we merely use the "to hit" combat table, saving throw table, special abilities table and a critical hit table we made up ourselves. No others. All other rolls are made as a percentage roll at the DM's discretion after taking into account the situation and the characteristics of the individuals. The beauty of the D&D system is that you can take the basic game as a foundation for play and then select or make up those rules which best apply to the type of game your group likes to play. The fact that D&D may require a lot of "house rules" is not a weakness, but a strength. It allows a core of players to play the type of game they love to play best. It may make it difficult to transfer game to game, but it certainly is not impossible -- especially if the new player is amenable to the system. If the player isn't, maybe he shouldn't play with that group.

The adventure itself should be developed along two lines of consideration. First, the DM should consider the tactical situations. The players should learn to keep on their guard at all times and the DM should constantly make them face new obstacles and challenges. Even entering a friendly town should present some difficulties. Not all need be life-threatening, it need only require them to think, reason and plan to overcome. The emphasis should not be on combat (however necessary that is for a game), but to force them to overcome their challenges through reason, forethought, cleverness and planning. Nevertheless, in the field, emotions play a big part and players should be made to feel that their lives could be threatened at any time -- however small the risk actually is. Sometimes, a group may not be able to accumulate many experience points or treasure this way so a DM must be willing to be quite free with bonus points and treasure for those that truly earn them. In my games, players rarely take any of their articles that they have obtained for granted. They have earned both their level and their treasure and they are quite careful not to abuse them.

The second consideration is on the strategic level. The DM should concentrate on developing a theme or story-line that constantly builds to the point of a climax. The players should be made to feel that they are weaving the lines in a story. Notice, moreover, that I said the players should weave the story-line. It is my opinion that the DM should merely create a general situation that will leave as much initiative to the players as possible. They should be able to set many of their own goals, decide how they will solve them and define what a successful conclusion to the issue is. In all probability, they will alter their goals along the way to adjust to changing circumstances. You, as DM, however, must remember that other independent events or events that they set in motion themselves may come down upon the players later. They must be responsible for their own actions for better or worse. The players should have a feeling of control over their own destinies and yet still be in a sea of uncontrollable events. They must be constantly overcoming problems and challenges (that should get progressively more difficult as they get further along) using their own ingenuity, reason and skills -- including combat skills. The excitement and tension should continually build until it reaches the point of climax near the end of the adventure. This climax should be a major point of conflict and confrontation that generally resolves the situation presented to the group. The DM must keep attuned to the group's changing values and goals to achieve this desired effect. Inevitably, the climax forces the group to use most or all its resources, intelligence and skills to overcome. It is a major threat to their highest values and it will involve a lot of tension, nerves and excitement. It is hoped that they will overcome and breathe that sigh of ecstasy and relief. In my adventures, they do win most of the time. Of course, they do not necessarily die if they lose. I, personally, do not like killing characters and, for established characters above fifth level, usually will only do them in if they knowingly put themselves at risk. Fools will not last long in my adventures.

These are just some of the things to remember when DMing. It will certainly involve a lot of preparation because you can never be entirely sure where the group will decide to go and what they will decide to do. Of course, you will be required to improvise very often, but that is part of the fun of being a DM. With good preparation (I strongly recommend designing your own adventures and not to use modules), free wheeling improvisation, and keeping those players on their toes, I guarantee and exciting time for all. Your players will love you for it, even if they don't always do well.

Thanks for the article Tim. There are a few comments I would like to make, but I will wait until next issue for a reply. This will give you the "last word" for the time being. Who says publishers aren't fair. Actually, my reply will be based on an alternate DMing style.

The following article is something I've had sitting around for awhile. Eric Ozog was going to run a section of Warrior-Knights in Jim Burgess' The Abyssinian Prince, but college changed his plans. If you're really interested, I would consider running the game.

Warrior-Knights: Kingmaking the Noble Way
By Tom Swider

Published By Games Workshop; Designed By Derek Carver; Price \$24.00; Complexity Moderate; Clarity; Moderate; Graphics: Excellent

Games Workshop has a reputation for making games with beautiful artwork and playable systems are present in all of their games, and Warrior-Knights is no exception. Warrior Knights is a multi-player game in a medieval setting, with the laurels of victory going to the player who captures a majority of the cities on the board. A number of holes exist in the rules and the event cards tend to disrupt play too often, but not enough to discourage people from playing Warrior Knights. In fact, the game is quite addictive to those of us who were turned off from Kingmaker (AH) because of the lack of skill needed to play the game. Unfolding the mapboard is enough to conjure up images of knights in shining armor riding off in a cloud of dust. Up to six Barons may partake in the struggle for the kingdom of the Warrior Knights.

Included with each set of Warrior Knights are a 17"x22" full color map depicting a disposed King's Kingdom, 500+ counters (thin but sturdy) to keep record of various game functions (city ownership, trade boats, money, razed city markers, etc.), 24 plastic shields with stick-on shields (representing the four nobles from each player faction), 260 cards (representing Nobles, the players' Stronghold, town levies, mercenaries, offices and Fate (random event) cards), a die and a set of rules. A game with as many nice components as Warrior Knights justifies the \$24.00 pricetag. The design of the components are both functional and asthetically pleasing. Mercenary, title and town levy cards have their troop strength and maintenance cost printed on the bottom of the card and are slid underneath the noble controlling them ala Kingmaker. Town ownership markers look like film slides, allowing players to see the economic value of the town printed on the board. Town ownership markers also have the numbers one through four printed on their corners, which allows the number of turns a town has been under seige to be kept track of by placing the noble piece on the corner (thus avoiding the need for additional counters on the board). The cities/Ownership markers are large enough to place noble pieces "inside" the city, allowing players an easy method of differentiating between nobles inside and outside of towns. Some additional blank cards are included to replace those which are lost or for variants created by experienced players.

The game does have some physical drawbacks. The noble stickers were too large to be stuck on the plastic shields in my set of the game. To play the game, I had to trim the stickers such that they would fit on the plastic shields. This was not an easy task given the odd shape of a shield. The number of 5 Mark counters was not sufficient for most games, as players are allowed to invest money on "trade boats", tying up money counters for several turns. Players may wish to record investments on a separate sheet of paper to avoid shortages of money denominations.

The rules are written in the order in which they are encountered during a gameturn. This system

allows people to play their first game while reading the rules. Strategy hints are included in boxes after each rule to assist those playing for the first time, which is a nice feature. Overall organization of the rulebook leaves something to be desired, as the format makes it difficult to find a subtopic, and no index was provided. Games Workshop should have devoted the last part of the back page to an index instead of giving another plug for Dr WHO and Talisman.

Gameturns are divided into two rounds of maintenance/movement/combat, followed by an assembly meeting. The movement and combat procedures are nothing new; nobles move one space a turn on a 6 x 6 square grid (diagonal moves are allowed when not prohibited by mountains) or three if moving along a road. Combat is optional amongst nobles occupying a space, or when a noble wishes to lay siege to a city. Combats are resolved by computing an odds ratio, and sieges are resolved by a combination of an odds ratio and number of turns under siege generating a die range for a successful siege. Like Kingmaker, enemy troops are captured when defeating opposing nobles in combat, but Warrior Knights also has no effect and retreat results. A retreat result forces the noble(s) to retreat one square, and for each mercenary, a roll of 1 or 2 on one die results in its capture).

Auctions and Assemblies require some elaboration, as the assembly is both lengthy and important. Prior to each assembly, players are first given the opportunity to submit sealed bids for mercenary cards (one card ranging from 50 to 300 troops is drawn for each player); winners are allowed to purchase the troops and assign them to a noble at the end of an assembly. Auctions can be interesting, as players may overbid, or a random event resulting in the loss of many mercenaries may create a high demand for troops. Caution must be exercised when making bids because many a player have faced insolvency for bidding too often during the auction, only to discover they no longer have the required funds to pay troop maintenance.

After the mercenary auctions, players secretly determine whether or not they wish to attend the assembly. Votes may only be cast by those Barons attending the assembly. Barons may wish to pass on attending the assembly to initiate an attack on an enemy stronghold or to defend their own stronghold. A player may only initiate an attack on a stronghold during the assembly (by paying a 300 mark security balance, refunded once the stronghold is captured), and the reward for capturing a stronghold is tremendous (the victor takes immediate control of all of the loser's cities in the Kingdom along with half his treasury). Staying home to defend the stronghold from attack strengthens the stronghold and adds 300 troop strength to its normal defense of 300 (600 total, along with any additional troops placed inside the stronghold). Stronghold attacks are often used to win the game, and the decision to stay away from the assembly to make or hinder a stronghold attack is critical. Sometimes a Baron must remain from the assembly on account of a Governorship assigned in a previous assembly round, or when a Baron failed to recognize an assembly motion (thus blackballed from the assembly until he executes the assembly request or is readmitted during a private motion made by another Baron).

During the assembly, players vote on four motions as outlined on cards drawn from the assembly deck. Players receive votes proportional to the number of cities they control and how much money they have in their treasuries. The proposals include titles providing complimentary troops, concessions which generate income, Governorships and Ambassadorships (which send a noble or Baron away for a period of time, but gives income at the same time), private motions (proposals made by a specific Baron), and a host of other miscellaneous proposals. The chairman (which is determined randomly at gamestart and is rotated clockwise each assembly) conducts the proceedings, assigns titles and Ambassadorships to nobles within a faction and breaks tied votes. Although ties don't occur frequently, the appointment of nobles for titles is a point for negotiating favors, and the appointment of Ambassadorships is even more critical. Whenever a noble is appointed to be an Ambassador, he must send all his mercs home (a good enough reason to walk out of the assembly!). The player to the left of the Chairman is the Veto card holder. By playing his veto card, he can turn a "YES" decision into a "NO" decision, or may disqualify the winning candidate, in which case the vote is now won by the second place contestant. Assembly rounds can become very noisy, which is all part of the fun of Warrior Knights.

After the voting has concluded, the Chairman resolves any trade fleets and may elect to charter (at no cost) a new trade fleet. A trade fleet allows players to invest Crowns on overseas investments. Three assembly rounds later, a die roll is made for trade fleets to determine if the shipment has been delayed, sunk or pays off (at a 6:1 or 12:1 return). The odds are favorable, but the time period in which ones money is tied up is long. Players are given the opportunity to resign an office in hopes of getting a better office next assembly, and new assembly cards are drawn for the next assembly.

Warrior Knights is not a difficult game to learn, but a player's first game will be a real

learning experience. Game mechanics are simple to learn while playing, but it takes time to learn to budget mercenary bids and maintenance, and to prepare yourself against sneak attacks from other players. The resulting game system is one which allows for many strategies. For example, there are four special overseas cities which may be moved to via a player's stronghold. These cities don't aid in winning the game, providing assembly votes or town levies, but provide more income than "onboard" cities. To campaign for these cities and when to do so is a strategy issue which has no clearcut answer. Fate cards also provide "Forced March" and "Traitor in the City" cards which increase movement or allow town defenses to be nullified for a combat round. These are only some of the many facets to the game.

The only blemishes upon this game lie in some of the rules and event/assembly cards. The rules do not cover two critical situations. First, it is not made clear when exactly players check to determine when a siege has been broken. An event card may cause a player to lose troop strength needed in maintaining a siege. I've assumed that the siege is broken immediately, but the designer might have had something else in mind. The second rules dispute which presents problems is the raising and maintaining of garrisons. If the rules were interpreted literally, a player could raise a 1 million strength garrison (ie. unbeatable) and tear it down prior to having to pay maintenance. Because this is very unfair, we have altered the rules to state that maintenance is paid both at the time of raising a garrison (whenever a noble occupies the city) and during the maintenance round. A minor point which the rules fail to cover is the resolution of tied bids. Players may bid in increments of one-half crown(!), yet our games have had several tied bids. The method I devised was to have the participant in the tie bid a second time, minimum price being the high bid which resulted in the tie. It is rumored that a second edition of Warrior Knights will be forthcoming, and that rule problems such as these will be corrected.

Two cards (one in the assembly deck and one in the fate deck) need some reconsideration. The most controversial card in Warrior Knights is "The Raising of an EMERGENCY FUND" assembly card, which states that "an Emergency Fund of 200 Crowns MUST be raised by some form of one-off tax to be paid at the conclusion of this Assembly only. The Barons are to vote on the basis for the tax (eg on city holdings, Mercenaries, monies held, etc). The tax introduced must raise at least 200 Crowns and is only paid this once." Players who interpret this card strictly will run into many problems. The first stumbling block is the phrase "MUST be raised". One or two players are often voted to pay the whole amount, object to the assembly decision and walk out of the assembly. A strict interpretation of "MUST" means that another vote will be held. Another player will get stung by an unfair tax, and walk out of the assembly. This process would be repeated until one alliance remains in the assembly. To alleviate this problem, players should not place the emphasis on "MUST". After one tax proposal is passed, the tax is considered paid. If a player refuses to pay, he may walk out of the assembly and return once he has paid the tax. Secondly, a tax base should be generic. Therefore, players may not propose that "A tax of 200 crowns be placed on all players controlling the city of Lenz". Rather, the tax must be on all players owning cities on the Kingdom (including or excluding overseas cities). Also, the phrase "at least 200 Crowns" should be changed to read "not to exceed 200 Crowns". I would not play a game if I could be taxed 1 million crowns for each title my faction possesses.

The EPIDEMIC card in the fate deck needs to be toned down. The card states that "A virulent epidemic sweeps through the lands killing one sixth of the population". If this is so, why does it say that for each noble or troop card on a roll of 1 or 2, the card dies? To me, that sounds like a one third chance of dying instead of a one sixth chance. Perhaps soldiers were more prone to an epidemic, but the event throws too large a random event into the game. It may be realistic, but a player who has worked very hard only to get wiped out by the epidemic has been served an injustice too large even for a game. Reducing the chance of dying to a roll of 1 only seems reasonable, and will kill enough troops (to loosen up the board situation) without being too unacceptable. I don't know about other gamers, but I like to feel as if I have some control over my destiny. Fate cards like that make me feel too insecure! *N.B. 2nd edition rules changed it to "Death on a roll of 1".*

Playing time is 4-6 hours, which means Warrior Knights can be played in one evening, albeit a long one. The system is simple enough to attract players, and provides enough action to keep ones interest high, even if the fates have not been kind. I highly recommend the purchase of this game to gamers who like multi-player games such as Kingmaker or Borderlands. Even at \$24.00, you will still get your money's worth of entertainment.

Firepower Winter 2105

AUS (Tom Mainardi): Retreats p can-VIE; Build A VIE A JAP. Saves \$1. Has f's SOJ SHA YEL NWP SEI NEI; p's PHI VIE BUR MAL.

BRA (Brady Richter): Remove a ARG. Saves \$2. Has f's MWA BEL COL; p AMA; n MAT.

CHI (Ernest Mahey): Builds A PEK. Saves \$0. Has a's CAN PEK VLA MON; F BER.

PAL (Brad Wilson): Remove p TEH a PAK. Saves \$0 Has a's SAU TEH; f's SUD PAG.

RUS (David Anderson): a fra-r-GER; p fra-r-OTB. Give CHI \$1. Saves \$4. Has a's SIB KAZ GER; f KOR; p's MOS GER.

SAF (John Crow): Build f CAP. Saves \$0. Has a's SYR EGY; f's GUI SEP SWA FRA(NC) NEAPSG IND NWI; p's SEN MOR ZAI SOM MOZ.

USA (Mikel Petty): Build f ALA f QUE. Saves \$2. Has a VEN; f's CAR NEP MEP NWA ENG ALA QUE; p's DAL MEX.

Notes: CHI owns kam, not RUS. P Moz not shown on map (John sez its "Stealth Technology").

PROPOSALS: Concession to SAF: CHI, SAF, USA, RUS vote yes; PAL & AUS NVR which means no. Seven way draw: CHI, USA & RUS vote yes; SAF votes no; PAL & AUS NVR which means no.

Proposed for next season are: SAF/AUS, SAF/USA/AUS.

DEADLINE FOR SPRING 2107 ORDERS IS: NOVEMBER 15, 1987.

PRESS:

CANBERRA: The new Australian government announced today that it intends to establish the New East Asian Co-Prosperity Sphere.

ARIES: One warning: Golden Age Press will not go unpunished.

AUSTRALIA TO ARIES: Go suck an egg!

ARIES: Much better.

RUSSIA TO CHINA: I've decided to be nice to you.

AUSTRALIA TO CHINA: Embargo ON!

AUSTRALIA TO SOUTH AFRICA: I think we can cooperate. What do you say?

The Jay-R-Eng Adventure

The Cast: Jeff Bohner as Kelvin-R-Cen; John Crow as Jon-R-Dal; Paul Kenny as Nig-R-454; Julie Martin as Pitt-R-Bul, Cathy Ozog as Angie-R-123; Don Williams as Sigourney-R-Mvr.

The Troubleshooters didn't do a whole lot because, well, let's say that it might have been the doings of a communist plot. In the interim, Pitt-R-Bul seizes the initiative. He was lean, and hungry for a promotion. If bodies had to be walked upon to serve The Computer, so be it.

When Pitt returned from a terminal, the group was discussing the strong points of Alpha Complex's new food, Styroroast, while standing around in the corridor. Sigourney wonders whether or not people would like this new food, and plans to do another of her surveys. Nig said it gave him gas.

"Why are you guys still standing here? We have NO TIME TO LOSE! Interesting enough, I think I know why we are standing here. First of all, our leader is weak and knows not how to lead; he is incompetent. Second, he is more than incompetent, but is purposefully delaying this mission as part of some plot which I don't know about. I say this in confidence because Friend Computer has confirmed that Jon's security clearance is RED!

"What kind of treason is this? Are you colorblind my friend?" Jon pointed to his uniform with his laser.

"Look buddy, we have no time to waste on nerds like you, so I hereby assume command and pronounce you guilty of treason. The sentence is DEATH!"

Pitt raised his laser and shot towards the archtraitor. Jon lunged to the side of the corridor and was only grazed. "Thank The Computer for Quality Control!"

"What's going on out there?" Angie spoke loudly over the radio. "Does anybody need assistance?"

I am assigning no specific deadline date for this turn. Just send in your orders whenever you think you should...

The Bad Sector Adventure

The Cast: Jack McHugh as Terry-R-GOP; Dan Palter as Joseph-B-Kre-2; Al Pearson as Uncle-R-Pal; Tim Raithel as Wilson-R-Gud; Brady Richter as Honn-Y-Cyd; Karl Smith as Joseph-B-Kre-3 and Mark Strouthes as Samm-R-Kan.

"Quick Quick Hurry Hurry!" went the Troubleshooters. I've never seen a party of people move this quickly out the door. Isn't a 15 minute jog invigenerating so early in the morning?

Soon thereafter, the party arrived at Terry's place. But who would fling open the door and shout, "Caught you, you mutant scum!"?

Samm decided it sounded like fun. He kicked the door and it flung open.

"Caught you, you mutant scum!"

The room was empty.

Orders for the next adjudication are due by November 15, 1987. A party leader of some sort needs to emerge, and you guys might need some time to figure out how to continue the pursuit.

Moving was the typical joy one would expect. I didn't realize how many magazines I have accumulated until I had to move them all again. The place that Paul and I are at now is better than the place I was living in before, high atop the world famous "Delaware Valley Sew and Vac". The two drawbacks so far are lack of closet space; I can barely fit my games into the closet! And cockroaches are amongst us. Yup, them commie cockroaches have been making themselves at home, despite my boric acid. Does anybody out there have any cockroach stories they want to share?

Speaking of cockroaches, I remember hearing on the news a few months back about a new breed called "Asian Cockroaches". They are attracted to light, fly up to twelve feet and breed like bunnies. At night, they will be attracted to homes as they will have lights on. They are supposed to migrate to Jersey by next summer. Gives me something to look forward to.

In other environmental issues, there is always the "Save Our Shoreline" campaign. Until recently, I haven't cared much about the matter until I started think of the costs to humans and businesses. Isn't it funny how people claim that fish from a tainted shoreline is healthier for you than red meat? Maine is still somewhat intact, while NYC, Baltimore and Boston are producing bad seafood. I understand that there is a cost for the price of technological progress, but as I said before, it would be wise if we all reconsidered what we have now and learn how to use what we've got more efficiently before forging forward. Yes, this is shades of "Armored Barbarism", but man really understand little about his world and let's so many chances.

How about scab football? Isn't it much more interesting than regular football? I mean that more action takes place; games are more exciting. I think it is bogus that players are paid big buck to play a stupid kid's game. Maybe I made a poor career choice? Anyway, I hope that the strikers are denied free agency. And the games that are being played should stay on the record. If they missed the games (ie. didn't show up for work), why should management make these concessions to soothe the egos of syncophants?

I went to Arlington (VA) recently to visit my brother, sister-in-law and their new acquisition. Of course, it rained the day we were to go to the national zoo. I also stopped in to visit the Martins (The Wife and Dick). Dick ate something called "Lassie's Revenge" when we went out to eat. Does anybody out there want to venture a guess as to what kind of meal he had? Arf arf!

ATTENTION: PLEASE NOTE MY CHANGE OF ADDRESS ON THE MAILING COVER.

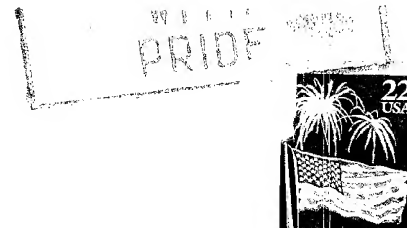
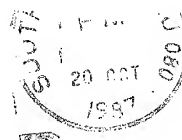
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note →

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note
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I'll buy that for a dollar!